Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2000 **CLAIMS AS FILED - PART I SMALL ENTITY OTHER THAN** OR SMALL ENTITY (Column 1) (Column 2) TYPE ____ **TOTAL CLAIMS** FEE RATE FEE RATE OR BASIC FEE 710.00 **BASIC FEE** 355,00 NUMBER FILED NUMBER EXTRA **FOR** 29 minus 20= 0 TOTAL CHARGEABLE CLAIMS X\$18= X\$ 9= OR bd. minus 3 = INDEPENDENT CLAIMS X40= X80 =OR MULTIPLE DEPENDENT CLAIM PRESENT +270= +135= OR * If the difference in column 1 is less than zero, enter "0" in column 2 812: **TOTAL** TOTAL OR **OTHER THAN CLAIMS AS AMENDED - PART II SMALL ENTITY** SMALL ENTITY OR (Column 3) (Column 2) (Column 1) HIGHEST CLAIMS ADDI-ADDI-REMAINING NUMBER PRESENT **TIONAL** RATE TIONAL RATE **PREVIOUSLY EXTRA** AMENDMENT **AFTER** FEE FEE PAID FOR AMENDMENT X\$18=X\$ 9= Minus Total OR Minus Independent X80= X40= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +270= +135= OR TOTAL TOTAL OR ADDIT FEE ADDIT. FEE (Column 2) (Column 3) (Column 1) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER **PRESENT TIONAL** RATE TIONAL RATE **PREVIOUSLY AFTER EXTRA** AMENDMENT FEE FEE PAID FOR **AMENDMENT** X\$18= Total Minus ** X\$ 9= OR Minus = Independent X80 =X40 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +270= +135= OR TOTAL TOTAL OR ADDIT. FEE ADDIT, FEE (Column 2) (Column 3) (Column 1) CLAIMS HIGHEST ADDI-ADDI-NUMBER **PRESENT** REMAINING TIONAL TIONAL RATE **PREVIOUSLY** RATE ENT **EXTRA** AFTER **AMENDMENT** PAID FOR FEE FEE AMENDM Minus X\$18= Total X\$ 9= OR Minus Independent X80 =X40 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +270= +135= OR * If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL OR ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ADDIT. FEE ADDIT, FEE "If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.